RED NINJA

END OF HONOR™

MATURE 17+

CONTENT RATED BY ESRB

VIVENDI UNIVERSAL games

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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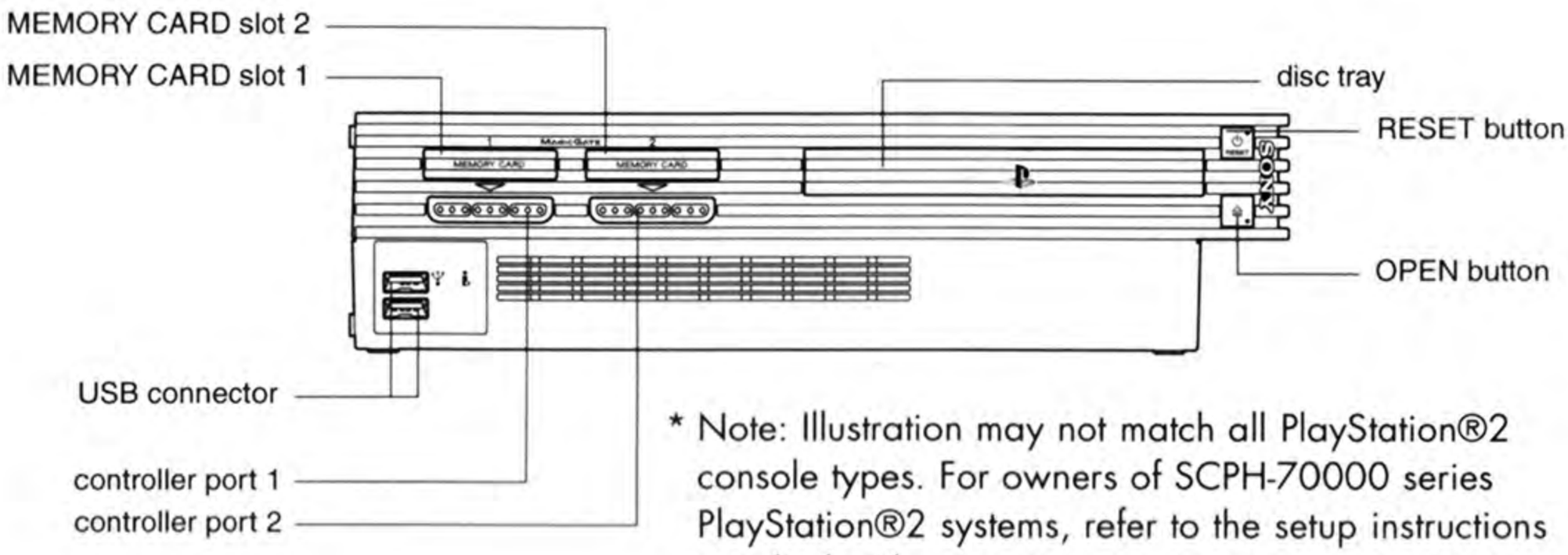
GETTING STARTED

USING THE PLAYSTATION®2 SYSTEM



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

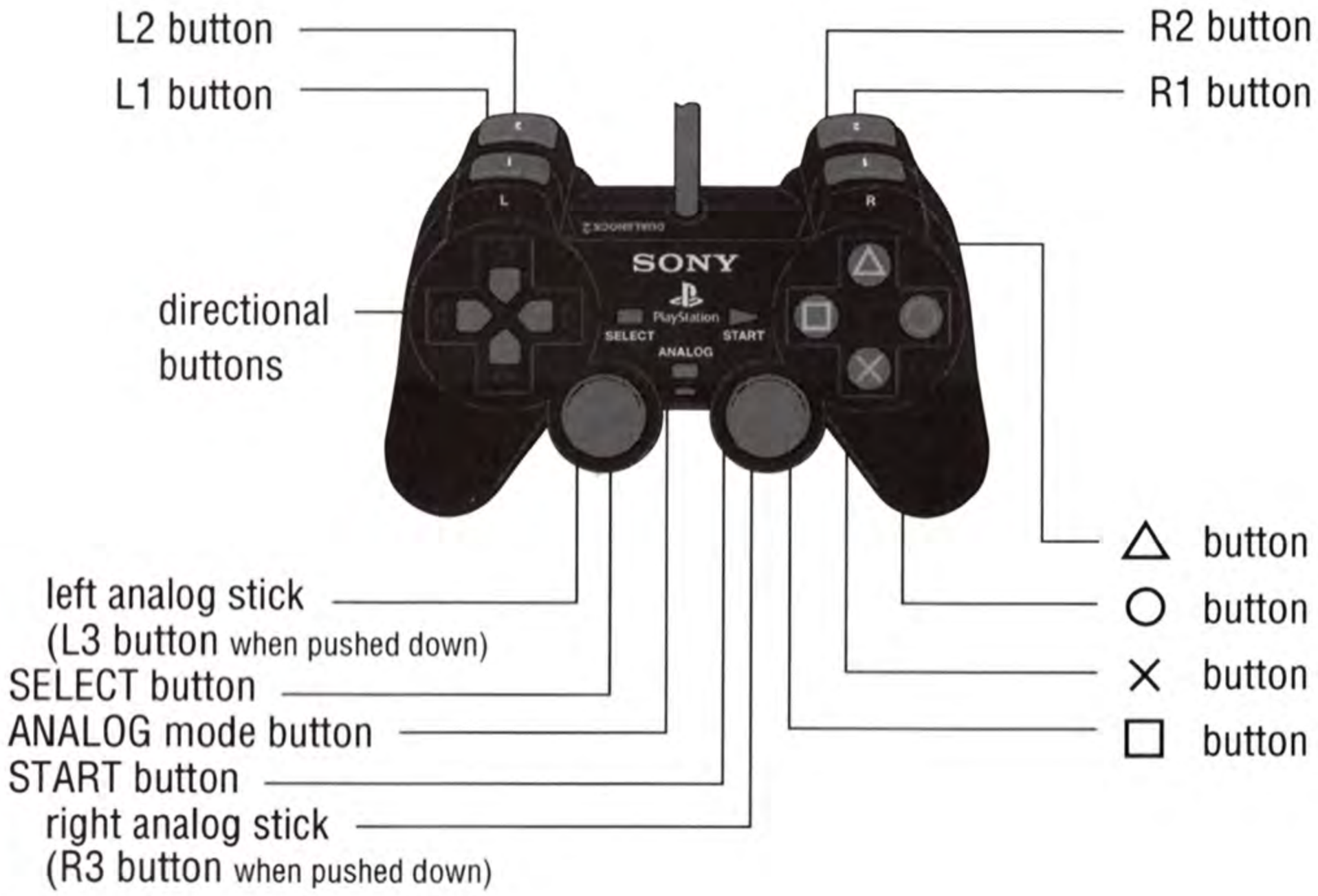
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Red Ninja: End of Honor ™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2), with at least 130 KB of free space, into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLLER CONFIGURATIONS

MENU

Directional buttons – Select menu item
⊗ button – Confirm menu selection
△ button – Return to previous screen
SELECT button – Open inventory menu
START button – Pause

INVENTORY MENU

Directional button – Select inventory item
⊗ button – Confirm item selection/confirm assigned button
△ button – Return to game

CAMERA

Right analog stick – Move camera
R2 button (hold) – First-person view
R2 button (hold) + right analog stick – Zoom in and out when the telescope is equipped
R1 button – Reset default camera position when no enemies are present

ACTION

Left analog stick – Move Kurenai at running speed
Left analog stick + half push – Move Kurenai at walking speed
Left/right directional button – Switch between Blade and Fundo
□ **button** – Attack/Use Event Items/Open Ninja Butterfly messages/ Activate dislocation
R1 button (hold) – Target enemy
R1 button + left analog stick – Move Kurenai towards/away or strafe around enemy
R1 button + □ **button** –Throw the Tetsugen or melee attack if the enemy is too close
R1 button + □ **button then up/down with left analog stick** – Target different enemy body parts
L1 button – Block
✕ **button** – Jump
△ **button** – Use item or power assigned/turn off activated power
○ **button** – Use item or power assigned/turn off activated power
L2 button (hold) – Crouch walk/Stop swinging and rotate on wire/Hide underwater
L2 button near a wall – Wall hug/Wall hug release
□ **button while in wall hug at corner** – Activate Seduction/Attack seduced enemy
✕ **button while in wall hug** – Ceiling cling
START+SELECT - Soft reset

INTRODUCTION

Sometime in the 1500's in feudal Japan, the rivalry between Lord Nobunaga Oda and Lord Shingen Takeda had reached a stalemate. But in the Takeda clan, Ryo, the chief weaponsmith, has created a new weapon that could shift the balance in Takeda's favor. Before the weapon can be fully tested, he and his young daughter, Kurenai, are attacked in their home by mysterious ninja. Killing Ryo and leaving Kurenai to die hung on a cherry blossom tree, the ninja take the weapon plans.

Kurenai hangs there all night and day, innocent victim of the matters that led to the attack. Chiyome, the head ninja for Takeda, comes to investigate the signs of an attack and, to her horror, finds the body. Beyond any expectations, Kurenai lives.

And so begins Kurenai's life as a Takeda ninja. Without a home, Chiyome adopts her into the ninja clan and trains her personally. As a constant reminder of the events that changed her, Kurenai insists on training with the wire used to hang her, and so the Tetsugen is born.

THE MAIN MENU

New Game – Choose this option to begin playing Red Ninja: End of Honor™. Before you begin, choose your difficulty setting: Easy, Normal, or Hard.

Load Game – Choosing this option will allow you to load previously saved games from MEMORY CARD slot 1. After confirming this choice, you will go to the Load Screen where all saved games will be displayed. Select any of these files, and your previous game will immediately load.

Tutorial – Choose the Tutorial to brush up on your ninja skills at any time.

Options – Customize certain game settings, as well as view past results or game credits.

THE TETSUGEN

This steel wire was used to hang Kurenai, but it has now become her unique weapon. The functionality of the Tetsugen is decided by the head unit attached to it. You will find three different heads through the game. The Tetsugen can be used in combat or to move Kurenai around the level. Attacks with the Tetsugen can even be directed towards specific body parts.

THE BLADE

You begin the game with this weapon. It can be used for light and quick slashing melee attacks or be thrown from a distance, impaling and then damaging your enemy as you rip it out of his body. To throw the Tetsugen, hold the R1 button to target an enemy. You must target your enemy before throwing the Tetsugen. Then press the □ button. Note that if you are in close proximity to the targeted enemy, Kurenai will automatically execute a melee attack instead of throwing the Blade.

Once you have impaled the enemy with the Blade, you will be connected by the Tetsugen until the enemy breaks the wire or you rip it out of him. Use the wire between you to line attack other nearby enemies. The more tension you have achieved with the wire, the more devastating these line attacks will be. Press the □ button to pull out the Blade, damaging your target.

THE HOOK

Attaching this to the Tetsugen will give Kurenai the ability to swing from various points. Simply assign the Hook to an item button (the ○ button or the △ button) and tap it once. The Tetsugen will automatically attach to the nearest hook point. Holding the equipped Hook button will allow you to manually aim the Hook. Once hanging from the Hook, holding the L2 button will stop Kurenai from swinging, allowing you to move up or down on the wire as well as reorient Kurenai's direction. It's important to learn that the Hook can be thrown in midair so it can be combined with Kurenai's other abilities, such as wall running, to bypass challenging obstacles.

THE FUNDO

The final head attachment is also used for combat, but has completely different abilities than the Blade. Whereas the Blade impales enemies, the iron weight of the Fundo entangles and bludgeons your opponents. The melee attack is a wide, slow attack that can knock your enemies back or even paralyze them briefly.

The process of throwing the Fundo is the same as with the Blade, but you cannot simply rip out the Fundo. Once you have entangled the enemy, you can then pull on the Tetsugen by pressing the □ button. This will pull the enemy off balance, knocking him to the ground. Sometimes the enemy will resist being pulled to the ground because the Tetsugen lacks enough tension. You will need to create more tension in that case. Once the enemy is on the ground, you then reel him in quickly by holding the □ button. Once he is next to you, press the □ button a final time to execute a ground strike. This ground strike can be an instant killing blow if the enemy is unaware of you before you attack with the Fundo. In battle mode, the ground strike will always be a regular attack.

The most devastating Fundo attack is hanging. Position yourself on a beam above an enemy. Entangle him with the Fundo and jump off the beam in the opposite direction from the soldier. You can leave him hanging there by pressing the □ button, or release the body to the ground by pressing the R1 button. If you hang him by the neck, jerk once on the wire by pressing down on the left analog stick to instantly kill him. If you hang him by the torso or feet, he will stay alive for a time, yelling for more help. You can quiet him by attacking as he hangs there.

ADVANCED TARGETING

Once you target your enemy, you will find that your controls become relative to the enemy as long as you are locked on to him. You can now strafe left or right, moving in for a melee attack or moving away to throw the Tetsugen. You can even add jumping to these movements by pressing the ⊗ button while you are locked on.

It is possible to aim your Tetsugen attack at specific body parts of your enemy. Simply press up or down on the left analog stick after you throw the Tetsugen, but before it has hit the targeted enemy. The torso is the default attack area, but you can hit the neck or ankles of your opponents. Master this technique quickly, as later enemies are more vulnerable to these specialized attacks.

HUD (HEADS-UP DISPLAY)

Tension Gauge – The attack power of the Tetsugen depends on tension. The red gauge will increase as you create more tension with the wire. Running toward a tethered enemy will only make the gauge decrease. This affects both your line attack and normal attacks. The greater the tension, the greater the damage. If there is little tension, enemies will break the wire as they run past.

Tetsugen Strength Gauge – The Tetsugen is not invulnerable and can be broken. You'll notice that enemies will frequently struggle against the Tetsugen holding them, even attacking it with their weapons. The Tetsugen Strength Gauge will reflect their attempts. When the orange gauge is empty, the Tetsugen will break and you must restart your attack. The Tetsugen also loses strength with each line attack you perform.

Equipped Tetsugen Attachment – This shows which of the two combat attachments is being used: the Blade or the Fundo. Switch by pressing the left or right directional button.

Health Gauge – This indicates Kurenai's current health status. You can increase Kurenai's health throughout the game with special pick-up items.

Ninjitsu Gauge – The ninja powers Kurenai can use will only last for a specific time period. The blue Ninjitsu Gauge shows that time frame. This gauge can be increased with special pick-up items found throughout the game. You refill the gauge gradually as you defeat your enemies.

Radar – The Radar is very useful, giving you many pieces of information. The yellow triangles represent enemies, and the point indicates the direction they are facing. When a soldier becomes alert, the radar will change color to reflect his awareness. Green means all guards are unaware of your presence. Yellow indicates the first alertness stage; guards will leave their patrol routes to search for a disturbance. Orange is the next level; the soldiers have definitely heard something and will be searching longer. Red means that they have seen Kurenai and have entered full battle mode. Once in full battle mode, some enemy triangles will be different colors. The yellow triangles represent foot soldiers with melee weapons, while the green triangles stand for projectile enemies. Use this to your advantage when strategizing in battle.

Ninja Items or Powers – This displays the ninja item or power you currently have assigned to the ◯ button and the △ button.

THE ART OF NINJA

STEALTH

Stealth is an integral attribute of any ninja. Kurenai has a variety of stealth skills at her disposal. She can hug the wall to move closer to enemies without being detected, as well as peek around corners for a better view. She can walk silently or crouch walk silently, but keep in mind that the standing stealth walk is a little faster. Kurenai also has a variety of stealth kills that depend on the Tetsugen attachment and her position relative to the enemy.

It's important to note that in order to correctly sneak up on an enemy, you must already be walking silently before you actually target him. Use the half push on the left analog stick to approach the enemy from behind. As you are walking, hold the R1 button without changing your walking speed; otherwise you will begin to run, alerting the enemy. A kanji symbol will appear over the unaware enemy. When this symbol appears, press the □ button to launch your stealth attack.

WALL RUNNING

Wall running is a key ninja art that requires mastery and understanding of momentum. You can't just wall run anywhere or at any time. Kurenai must reach her maximum speed in order to wall run, and only certain walls can be used. Smooth brick walls are usually best. Once on the wall, you can run in any direction, but your momentum will be consumed more quickly if you run straight up instead of to the side. From the wall run, Kurenai can jump to the side or back flip. Use this ability to reach higher platforms or higher hook points.

In addition to the normal method of wall running, Kurenai can jump toward a wall and briefly wall run. Her wall run time is significantly shorter than if she were to run up the wall at full speed, but it can get you to spots you need to go. Also, in certain areas Kurenai can use the Hook to get to wall-running areas.

SEDUCTION

The power of Seduction is something only the female ninja can use to her advantage. When a guard's position makes it impossible to sneak up on him, you can lure him from his station with Seduction. You must be in the wall hug position at a corner in order to activate this ability. Once in the correct position, press the □ button to initiate a seductive motion that will invite the guard to come closer. He will approach and try to grab you. When he reaches for Kurenai, press the □ button again to execute a special kill sequence. If you miss the cue, the guard will shake off the Seduction and go into full battle mode.

Kurenai can only seduce one guard at a time. If another guard sees you, he will wake the guard you are seducing and they will both attack you. Also, certain enemies aren't susceptible to Seduction; you must experiment and learn which soldiers are vulnerable to this art.

INVENTORY

Pressing the SELECT button will open Kurenai's inventory. Here you can access any of the ninja items and powers you acquired along the way. Some items are permanent and can be used anytime. Most items and powers are consumable and will disappear from your inventory once you've used them up. You can assign these items to either the ○ button or the △ button. Simply press the ✕ button to confirm the object you want to assign. Then choose either the ○ button or the △ button; press the ✕ button again to assign the item to the selected button. As stated before, some items do not have to be assigned to buttons but can simply be equipped by pressing the ✕ button.

ITEMS AND POWERS

Here is a brief list of some of the items Kurenai can find throughout the game. Some Ninja powers are found on scrolls that allow you to perform a specific power. All items and scrolls can only be used once, so explore areas thoroughly to find multiple copies to use.

Kunai – These small throwing knives do little damage. They're much more useful to throw near enemies, creating a noise they will investigate. By doing this, you can distract guards from their patrol route, allowing you to sneak past. You can aim and throw kunai in first-person mode or throw at targeted enemies.

Potions – These herbal potions will restore a small amount of Kurenai's health.

Elixirs – These more powerful remedies will restore most of Kurenai's health.

Blowgun and darts – These darts are coated with a special poison that will temporarily blind guards, making stealth kills much easier. If your aim is exceptionally good, a headshot will instantly kill an enemy. However, leaders have thicker armor. They cannot be killed by a headshot, only stunned. Keep in mind, the range on this item is limited. Successful headshot kills are impossible on normal enemies that are very far away.

Smoke Bombs – Hide your escape in a cloud of smoke that will leave your enemies blind to your actions. This can be used to aid stealth.

Invisibility – This ninja power will aid you in stealth but has limitations. Activating this power will allow you to become invisible temporarily, but only if you move silently or stand still. Any faster movement will cause you to appear no matter how much time you have left.

Hisou – This power will make you as light as air. Activate this power to make Kurenai jump higher than normal.

NINJA BUTTERFLIES

Throughout the game, you will find butterflies. These are ninja butterflies, trained and sent by Akemi to bring you messages. They will offer helpful hints or tutorials on how to accomplish certain moves. Retrieve these messages by standing under the butterfly and pressing the □ button.

CHARACTERS

KURENAI

In the clan, Kurenai has found a new family to which she has pledged her undying loyalty. Chiyome has become her second mother, and the Takeda clan also offers her the chance to get revenge on those responsible for her father's death.

AKEMI

Akemi is another ninja in the Takeda clan. Younger and smaller than Kurenai, she has formed a fast friendship with her. The two often work as a team, with Akemi being able to fit in smaller spaces and scout ahead for Kurenai. She goes out of her way to help Kurenai, sending her ninja butterflies with messages.

CHIYOME

Chiyome is the master ninja of Lord Takeda's ninja clan. She is Lord Takeda's mistress and his chief confidant. A wise and imposing woman, Chiyome saves Kurenai and becomes a surrogate mother for the orphan.

ZENZO

Zenzo is a male ninja who also serves the Takeda clan. He is absolutely loyal to Takeda, always performing the duties given to him without question. Kurenai looks up to him, respecting his opinion and honorable ways.

GINBEI

Ginbei is the apprentice to Kurenai's father, Ryo. Of all the men working for Ryo, Ginbei showed the most potential, and his excitement for all scientific advancements made him ideal for assisting Ryo with his newest invention.

KATSUYORI

The heir of the Takeda clan, Katsuyori wants immediate results and takes no thought as to what results his decisions may have. He suffers no love loss with Chiyome and resents his father's trust in her, a mere woman, over his own opinions.

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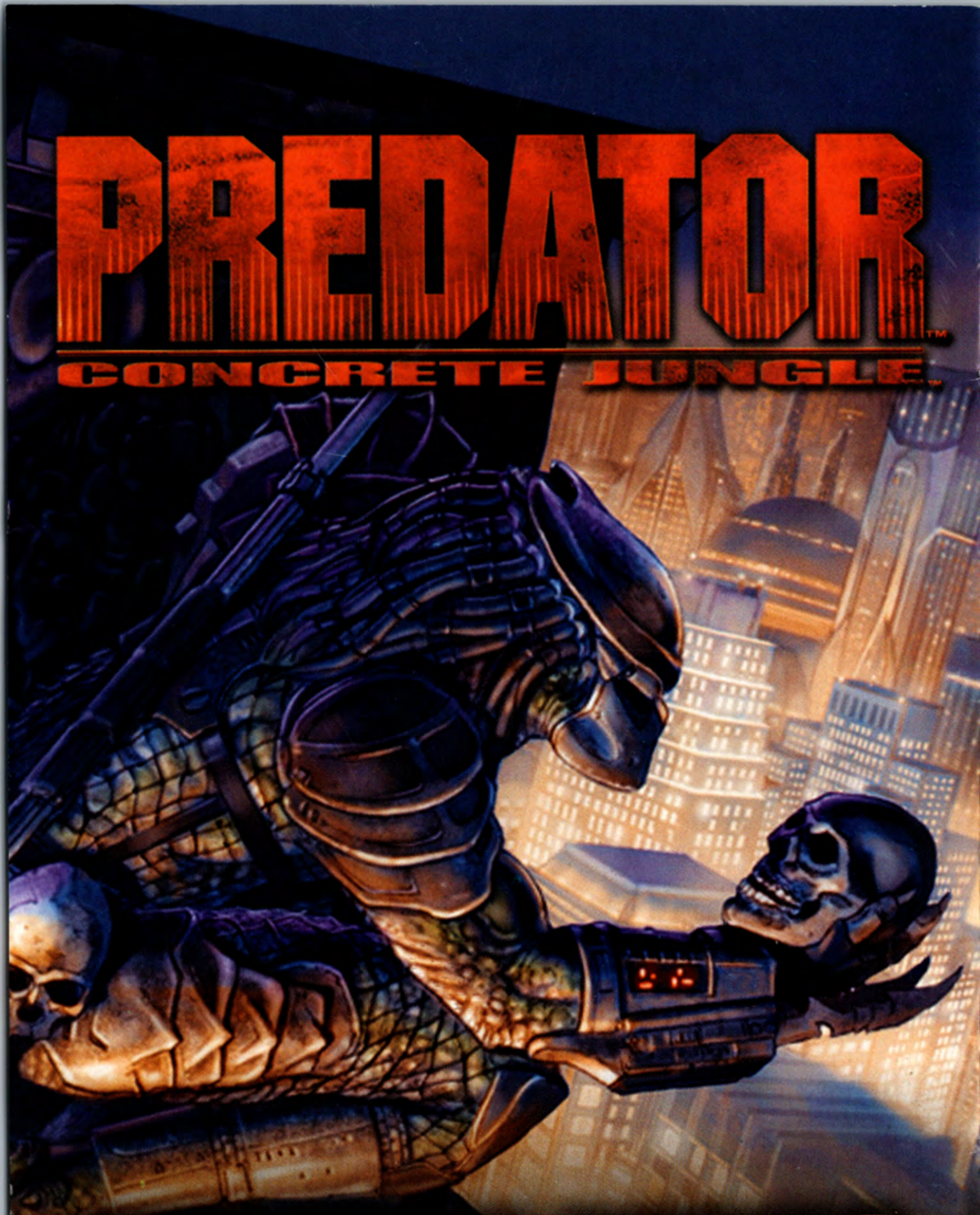

THE HUNT BEGINS
APRIL 2005

MATURE 17+
M
CONTENT RATED BY ESRB

PlayStation.2

FOX INTERACTIVE™

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